



GRIMOIRIUM GENITORIS

(GRIMOIRE OF THE GODS)

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Within this grimoire are descriptions of immortals and religions. Regarding F.A.T.A.L., it is a collection, notarization, and study of metaphysical beings. Everything that MM's need to know in order to introduce gods to their games is included in this book. When possible, information concerning gods has been based on mythology, not whim.

Definition of Terms

Gods are immortal entities, also called deities, that have their own realm or plane of existence. The power of a god is proportional to their number of worshippers and the relation of the god to other gods in their pantheon; the more worshippers a deity has, the more powerful they are.

Pantheons are coalitions among gods, usually organized according to species, race, or culture. Within each pantheon are usually political struggles, as each god is likely to seek leadership and power in the pantheon. Further, politics and struggles often occur between different pantheons.

Elder gods are so named because they are typically the oldest and most powerful of gods. Indeed, each pantheon is most likely to be led by an elder god. Upon attaining priesthood and intending to follow an elder god, the priest is 50% likely to experience an increase of 1d8 PP.

Major gods are powerful, though subservient to elder gods. Oftentimes, the real power of a pantheon is decided by major gods. Usually, at least the names of major gods are familiar to individuals foreign to the culture in which the major gods are worshipped. Upon attaining priesthood and intending to follow a major god, the priest is 50% likely to experience an increase of 1d6 PP.

Minor gods are often unheard of in lands foreign to their worshippers. Upon attaining priesthood and intending to follow a minor god, the priest is 50% likely to experience an increase of 1d4 PP.

Demigods are the weakest of gods, usually they have just been promoted to divinity or they are fading in popularity.

Avatars are human or animal incarnations of a deity.

Tenets are rules or goals which the god wishes followers will obey. Tenets exist as to identify what is forbidden or valued. If a priest breaks a tenet of their god by doing what is forbidden, they will lose Piety Points and must atone for to recover. If a priest accomplishes what is valued in a tenet then the priest may experience an increase in PP.

Atonement is when a priest begs a god for forgiveness. More than begging, this usually involves

a ritual or quest.

Format for Entries

Deity name (also known by these other names OR the meaning of their name)

(Phrases to which the deity is commonly referenced)

Degree of Power (Elder, Major, Minor, Demi-god), and Disposition

Aliases:

Domain Name: (name of home or realm)

Superior: (superior gods in pantheon to which this god subordinates)

Foes: (gods in opposition)

Symbol: (the god's symbol for hierophants, druids, crusaders, and worshippers)

Worshipper's Disposition: (not restricted to clergy)

Real world reference:

Deity's Avatar and description

The Church

Clergy: (Hierophants, Druids, Crusaders, all, none, and they are called...)

Clergy's Disposition:

Description of church: (physical description of church/temple/shrine/grove to deity)

Dogma: (of the church)

Tenets: (Shalt Nots and Shalt Do's)

Atonement: (Process described)

Daily Activities: (in the church)

Holy Days/Important Ceremonies:

Major Centers of Worship: (are located where?)

Affiliated Orders: (such as knightly orders, etc.)

Priestly Vestments: (Priests wear...)

Adventuring Garb: (Adventuring priests should wear...)

Magic Discipline: (Some priests are able to cast spells. Some priests cast spells more than others. If a discipline of magic is listed here, then a priest acquires a number of spells per level [see below] of this discipline. Spells are selected randomly and duplicate results are rerolled.)

Spells per Level: (If a die roll is presented here, then the die must be rolled each time a priest advances an occupational level as a priest for

this god. Multiple rolls may be present to correspond with multiple disciplines.)

Abaddon (meaning: downfall, ruin, and destroyer)
(Angel of the Underworld, Lord of the Plagues)
Major God, NI

Aliases: Apollyon, Exterminans

Domain Name: Underworld

Superior:

Foes:

Symbol: Large keys

Worshipper's Disposition: Any immoral

Real world reference: Hebrew

Abaddon (AH-bahd-DAWN) is commonly called an "Angel of the Underworld", "Angel of the Bottomless Pit", and "Death's Dark Angel". He is chief of the demon locusts who have the faces of humans, tails of scorpions, and bodies of winged horses. He holds the keys to the Abyss, and a region of Gehenna is named after him as Abdon (destruction). The wings of Abaddon are best described as 'hooked'.

Deity's Avatar and description

Abaddon has appeared clothed with scales like a fish and wings like a dragon, feet like a bear, and out of his belly comes fire and smoke.

The Church

Clergy: (Hierophants)

Clergy's Disposition: NI

Description of church: A church of Abaddon is usually cold and dark.

Dogma: Death and Destruction

Tenets:

1. Kill immoral creatures (5+ LP).
For every 100, the priest gains 1 PP.
2. Trick moral creatures (5+ LP) into becoming immoral, then kill them. Priest gains 1 PP for every 10 successfully tricked and killed.

Atonement: An unholy prayer must be chanted immediately after regaining consciousness from a near-death experience which was achieved against the will of the priest.

Daily Activities: Hierophants of Abaddon seek to unlock the Abyss, unleashing evil on the world.

Unholy Days/Important Ceremonies: It is cur-

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rently unknown what day is unholy.

Major Centers of Worship:

Affiliated Orders: Keepers of the Keys

Priestly Vestments: Black robe with keys hanging on a belt and necklace.

Adventuring Garb: Whatever is most practical.

Magic Discipline: Deterioration

Spells per Level: d4

Abattur (meaning: bearer of the scales)

Minor God, NN

Aliases:

Domain Name: Otherworld, 2nd layer

Superior:

Foes:

Symbol: Scales

Worshipper's Disposition: Any

Real world reference: Persian

Upon the death of mortals, Abattur (Ah-baht-TOOR) weighs their souls and their deeds. Abattur resides on the second layer of the Otherworld, known as Purgatory.

Deity's Avatar and description

No known avatar of Abattur has appeared.

The Church

Clergy: (Hierophants)

Clergy's Disposition: NN

Description of church: The church has no pews or places to sit. Worshippers lie down as though they were dead.

Dogma: Remember that you die

Tenets:

1. Must watch creatures (5+ LP) die to study the process. After 100 individual deaths, PP increase by 1.

Atonement: Must seek a battle and participate in melee all day. If the god is pleased, the priest will survive the battle and recover PP, if not, the priest dies and meets him.

Daily Activities: Studying the planes to learn how Abattur makes decisions and the consequences of where souls are sent. Daily, priests ponder their death.

Holy Days/Important Ceremonies: Decisions are valued most when made during a near-death experience because at that time the person is closer to their god.

Major Centers of Worship:

Affiliated Orders:

Priestly Vestments: Black robe

Adventuring Garb: Whatever is most practical.

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Magic Discipline: Prognostication

Spells per Level: d4